AMENDMENTS TO THE CLAIMS

Detailed Listing of All Claims 1-19:

Claim 1 (Currently amended).   A method of pulling and playing digital media data stored over a digital data network, the method comprising the steps of:

5   accessing a playlist wherein said playlist specifies a first digital media clip and a first host name and a second digital media clip and a second host name to be played and wherein said first clip is stored within a first digital data source associated with said first host name and said second clip is stored within a second digital data source associated with said second host name and

10   wherein said first host name and said second host name differ;

translating said playlist into a first plurality of frame accurate requests that specify first respective frames of said first clip and a second plurality of frame accurate requests that specify second respective frames of said second clip;

15   according to said first host name, transmitting said first plurality of frame accurate requests over said digital data network to said first digital data source to pull digital data from said first digital data source;

according to said second host name, transmitting said second plurality of frame accurate requests over said digital data network to said second digital

20   data source to pull digital data from said second digital data source;

receiving said first respective frames as digital data from said first source via said digital data network;

rendering said first respective frames at a predetermined framerate;

before a last frame of said first respective frames is rendered from digital

data received from said first digital data source associated with said first host

name, receiving a first frame of said second respective frames as digital data

5   from said second digital data source associated with said second host name via

said digital data network;

rendering, from digital data, said first frame of said second respective

frames after said last frame at said predetermined framerate such that playback

of said first digital media clip and said second digital media clip appears

10   seamless.

Claim 2 (Currently amended).   A method as recited in Claim 1 wherein said

first digital data source comprises a first server coupled to said digital data

network and associated with said first host name and wherein said second

15   source comprises a second server coupled to said digital data network and

associated with said second host name.

Claim 3 (Original).   A method is recited in Claim 1 wherein said first plurality of

frame accurate requests each specifies a respective one of said first respective

20   frames.

Claim 4 (Original).   A method is recited in Claim 3 wherein said second

plurality of frame accurate requests each specifies a respective one of said

second respective frames.

5   Claim 5 (Original).   A method as recited in Claim 1 wherein said predetermined

framerate is adjustable by a user.

Claim 6 (Previously presented).   A method as recited in Claim 1 wherein said

digital media data comprises digital audio data and digital video data.

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Claim 7 (Currently amended).   A system for pulling and playing digital media

data stored over a digital data network, the system comprising:

       a client computer coupled to said digital data network, wherein said client

computer comprises:

15   a user interface for receiving a playlist from a user wherein said

playlist specifies a first digital media clip and a first host name and a second

digital media clip and a second host name to be played and wherein said first

host name and said second host name differ,

       a playback engine for translating said playlist into a first plurality of

20   frame accurate requests corresponding to said first clip and a second plurality

of frame accurate requests corresponding to said second clip, for determining a

storage location for said first plurality of frames of said first clip based at least in

part on said first host name and determining a different storage location for said

second plurality of frames of said second clip based at least in part on said

second host name and for receiving said first plurality of frames of said first clip

and receiving said second plurality of frames of said second clip;

5   a first server computer, associated with said first host name, that

comprises a first digital data storage location for storing said first digital media

clip, said first server computer coupled to receive said first plurality of frame

accurate requests from said client computer without framerate information via

said digital data network to pull digital data from said first server computer,

10   wherein said first server computer retrieves first respective frames of said first

clip requested by said first plurality of frame accurate requests and transmits

said first respective frames to said client computer as digital data via said digital

data network for receipt by said playback engine;

          a second server computer, associated with said second host name, that

15   comprises a second digital data storage location for storing said second digital

media clip, said second server computer coupled to receive said second

plurality of frame accurate requests from said client computer without framerate

information via said digital data network to pull digital data from said second

server computer, wherein second server computer retrieves second respective

20   frames of said second clip requested by said second plurality of frame accurate

requests, and transmits said second respective frames to said client computer

as digital data via said digital data network for receipt by said playback engine;

wherein said client computer renders, from digital data pulled from said

first server associated with said first host name and then said second server

associated with said second host name, said first respective frames and then

said second respective frames at a predetermined framerate such that playback

5   of said first clip and said second clip appears seamless.

Claim 8 (Canceled).

Claim 9 (Original).   A system as recited in Claim 7 wherein said user interface

10   allows a user to specify a beginning frame and an ending frame of a clip to be

played.

Claim 10 (Original). A system as recited in Claim 7 wherein said first plurality of

frame accurate requests each specifies a respective one of said first plurality of

15   frames.

Claim 11 (Previously presented). A system as recited in Claim 7 wherein said

second plurality of frame accurate requests each specifies a respective one of

said second plurality of frames.

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Claim 12 (Original). A system as recited in Claim 7 wherein said predetermined

framerate is adjustable by a user.

Claim 13 (Previously presented). A system as recited in Claim 7 wherein said digital media data comprises digital audio data and digital video data.

5   Claim 14 (Currently amended).   A computer readable medium containing therein computer readable codes for causing a computer system to perform a step of pulling and playing of digital media data stored across a digital data network, the method comprising the steps of:

accessing a playlist wherein said playlist specifies a first digital media

10   clip and a first host name and a second digital media clip and a second host name to be played, wherein said first host name and said second host name differ, and wherein said first clip is stored within a first digital data source associated with said first host name and said second clip is stored within a second digital data source associated with said second host name;

15   translating said playlist into a first plurality of frame accurate requests that specify first respective frames of said first clip and a second plurality of frame accurate requests that specify second respective frames of said second clip;

transmitting said first plurality of frame accurate requests, without

20   framerate information, over said digital data network to said first source based at least in part on said first host name to pull digital data from said first source;

transmitting said second plurality of frame accurate requests, without

framerate information, over said digital data network to said second source

based at least in part on said second host name to pull digital data from said

second source;

5   receiving said first respective frames, as digital data, from said first

source via said digital data network;

rendering, from digital data, said first respective frames at a

predetermined framerate;

before a last frame of said first respective frames is rendered, receiving a

10   first frame of said second respective frames, as digital data, from said second

source via said digital data network;

rendering, from digital data, said first frame of said second respective

frames after said last frame at said predetermined framerate such that playback

of said first clip and said second clip appears seamless.

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Claim 15 (Previously presented). A computer readable medium as recited in

Claim 14 wherein said first digital data source comprises a first server coupled

to said digital data network and wherein said second digital data source

comprises a second server coupled to said digital data network.

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Claim 16 (Previously presented). A computer readable medium as recited in

Claim 14 wherein said first plurality of frame accurate requests each specifies a

respective one of said first respective frames.

5   Claim 17 (Previously presented). A computer readable medium as recited in

Claim 16 wherein said second plurality of frame accurate requests each

specifies a respective one of said second respective frames.

Claim 18 (Original). A computer readable medium as recited in Claim 14

10   wherein said predetermined framerate is adjustable by a user.

Claim 19 (Previously presented). A computer readable medium as recited in

Claim 14 wherein said digital media data comprises digital audio data and

digital video data.

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